

Figure 1

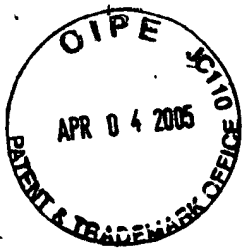


Figure 2

Texture Memory

$t \Rightarrow$

s v	R	G	R	G	R	G	R	G
	B	α	B	α	B	α	B	α
	R	G	R	G	R	G	R	G
	B	α	B	α	B	α	B	α
	R	G	R	G	R	G	R	G
	B	α	B	α	B	α	B	α
	R	G	R	G	R	G	R	G
	B	α	B	α	B	α	B	α



Figure 3

Texture Memory

$t \Rightarrow$

$s \downarrow$ V	R	G	R	G	R	G	R	G
	43	α	57	α	19	α	31	α
	R	G	R	G	R	G	R	G
	11	α	53	α	23	17	61	α
	R	G	R	G	R	G	R	G
	37	α	41	α	B	α	B	α
	R	G	R	G	R	G	R	G
	59	51	B	α	B	α	B	55



Figure 4

Frame Buffer

y =>

x v	R	G	R	G	R	G	R	G
	1	1	B	α	B	α	B	α
	R	G	R	G	R	G	R	G
	B	α	0	1	B	α	3	3
	R	G	R	G	R	G	R	G
	B	α	3	0	B	α	B	α
	R	G	R	G	R	G	R	G
	B	α	B	α	3	3	B	α

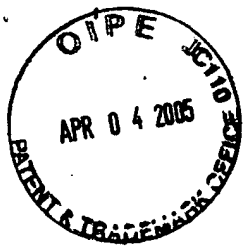


Figure 5

Frame Buffer

y =>

x v	R	53	R	G	R	G	R	G
	1	1	B	α	B	α	B	α
	R	G	R	57	R	G	55	G
	B	α	0	1	B	α	3	3
	R	G	51	59	R	G	R	G
	B	α	3	0	B	α	B	α
	R	G	R	G	55	G	R	G
	B	α	B	α	3	3	B	α



Figure 6

Frame Buffer

y =>

x V	R	56	R	G	R	G	R	G
	1	1	B	α	B	α	B	α
	R	G	R	60	R	G	58	G
	B	α	0	1	B	α	3	3
	R	G	54	62	R	G	R	G
	B	α	3	0	B	α	B	α
	R	G	R	G	58	G	R	G
	B	α	B	α	3	3	B	α

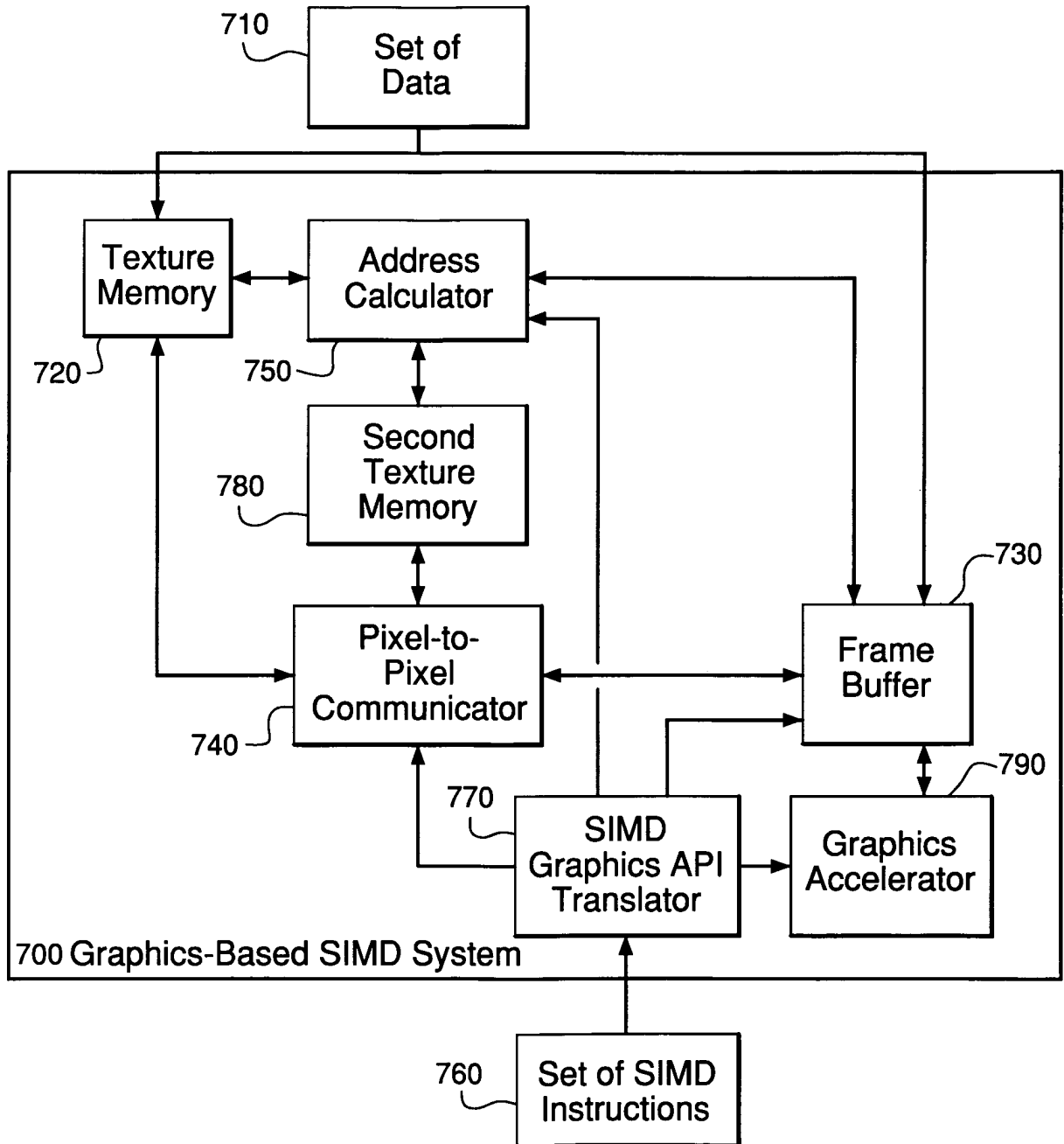


Figure 7